

**SYSTEM AND METHOD FOR RETRIEIVING PLAYER INFORMATION
INA PLAYER TRACKING SYSTEM**

ABSTRACT OF THE DISCLOSURE

A remote system and method retrieves player information from a player tracking system implemented. A gaming system implements the player tracking system and has at least one electronic gaming machine playable by a player. A host computer is coupled to the at least one electronic gaming machine by a network and includes a database for maintaining the player tracking system. A remote device receives identification information input by a user. A remote network interface is coupled to the remote device for receiving the identification information from the remote device, retrieving player information from the database as a function of the identification information, and returning the player information to the remote device.